

Figure 7

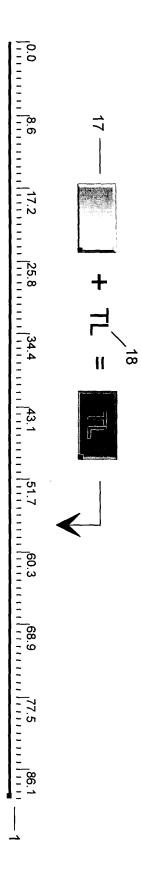


Figure 8

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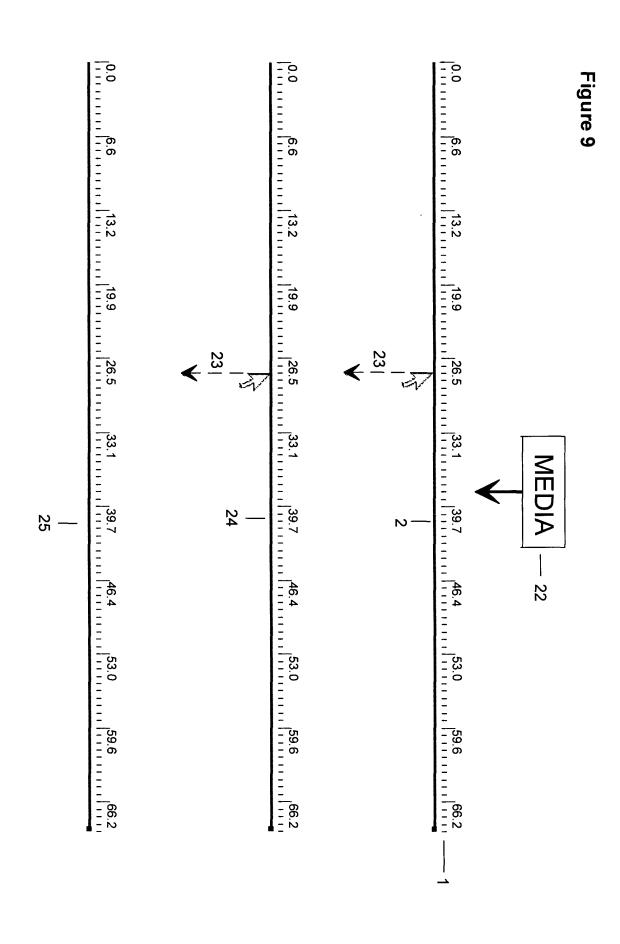


Figure 11

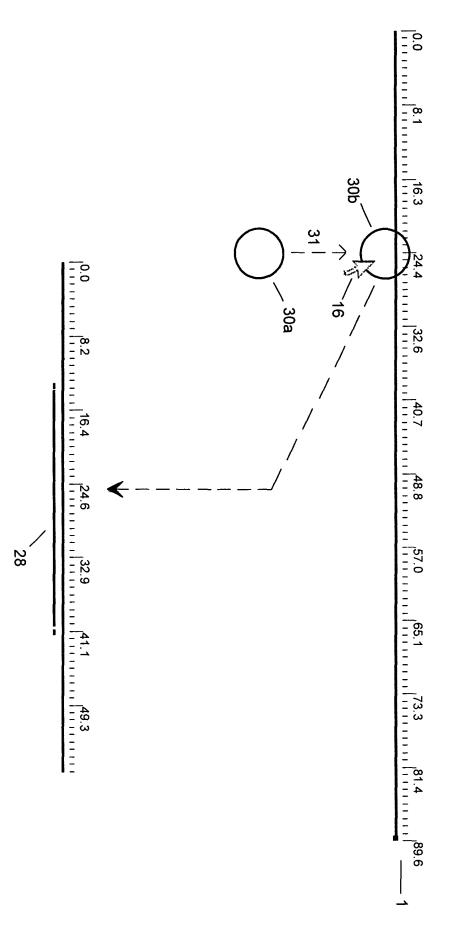


Figure 12

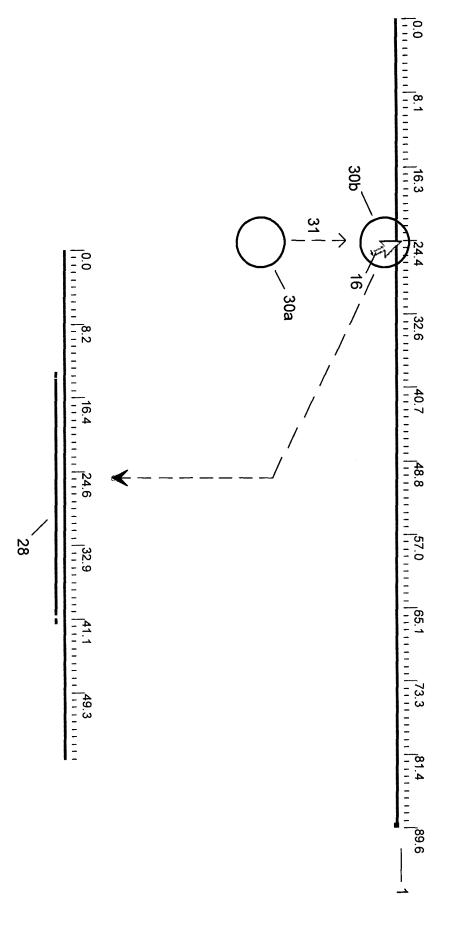
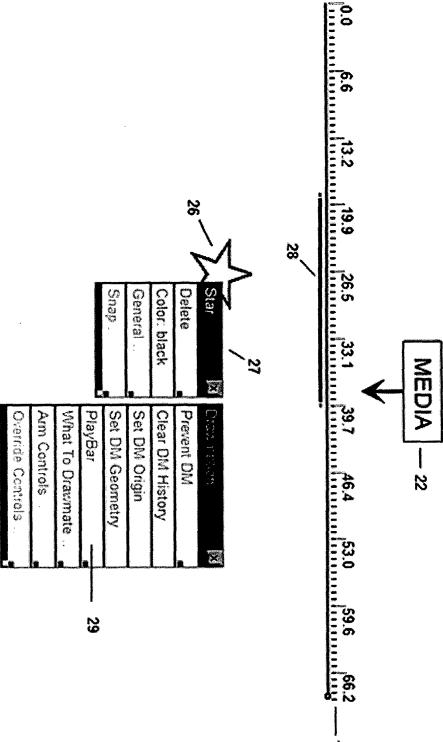
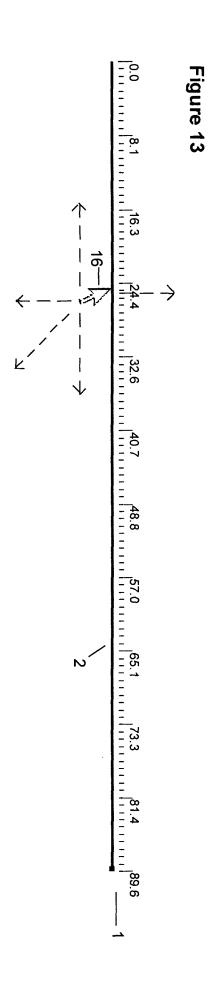


Figure 10





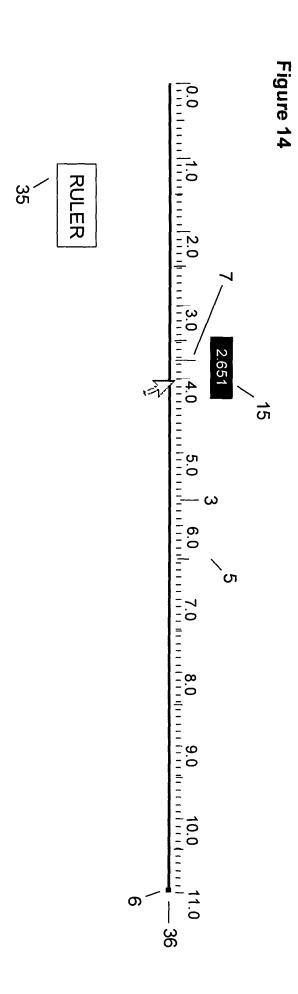


Figure 15

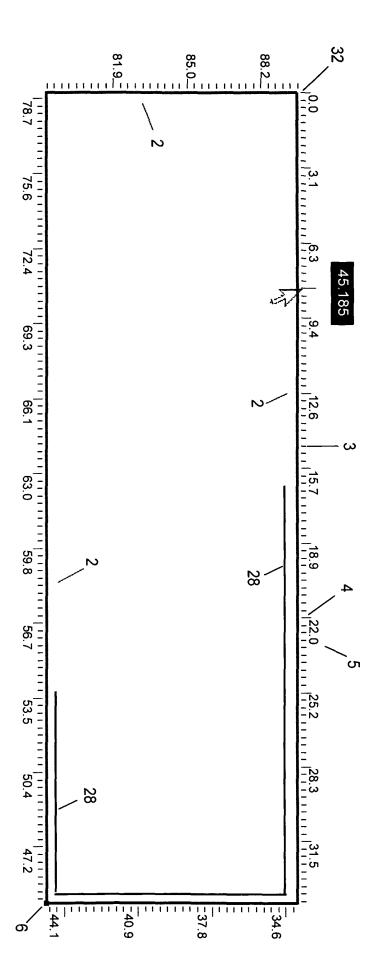


Figure 16

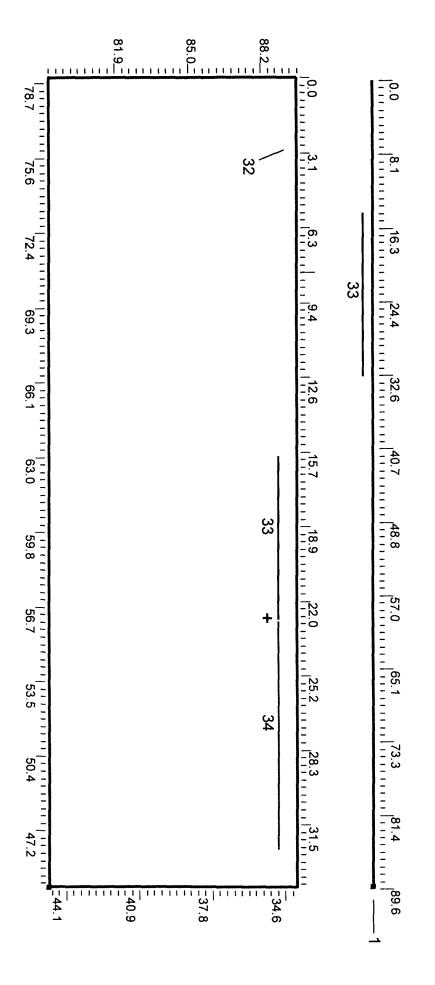
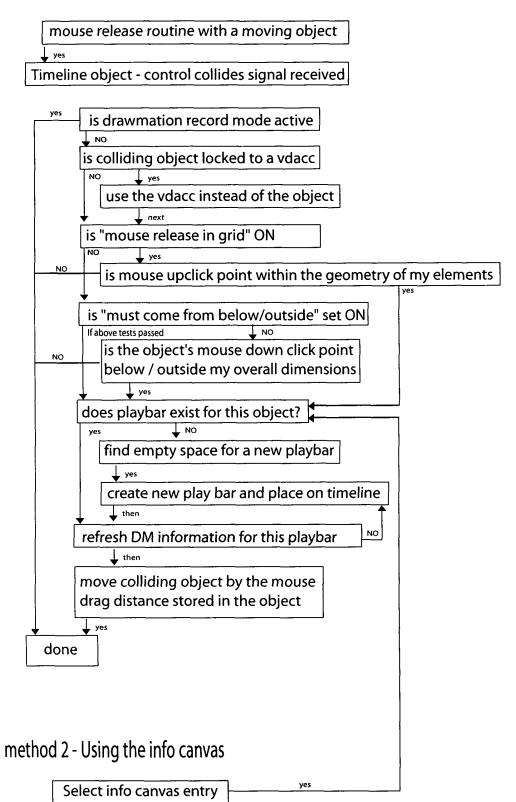


Figure 17: Getting a playbar

method 1 - drag and drop



## Figure 18: Getting Drawmation Information for a playbar

## To refresh the segments on a playbar

done

## delete all the segments on the play bar send a message to drawmation requesting the times for the object which is referenced by this playbar. This message contains the id of the owner object and the timeline control which the playbar belongs to This is so that responses are returned to the correct place. The software returns to idle state waiting for replies from drawmation. These replies will be a set of messages each containing data about a particular event in the DM session Receive drawmation message Message contains DM time data extract owner control ID, start time, end time, DM condition find the playbar wihich deals with this ownercontrol The playbar creates a new segment based on the information in the message. The data extracted from the message is stored in the segment so that information about the segment can be given to the user without having to request more data from drawmation. yes calculate the screen dimensions of the segment. This is based on comparing the segment start and end times with the start and end times of the timeline object and

the screen resolution currently set for the timeline. Segments which are not visible as a result of the above calculatons, for example; the fall past the end of the displayed

region of the time line, are still created but not shown.

Figure 19: Configuring the timeline display using the mouse

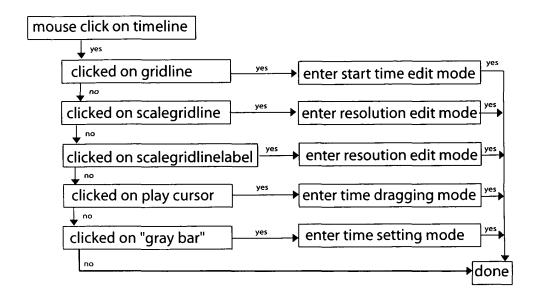


Figure 20:

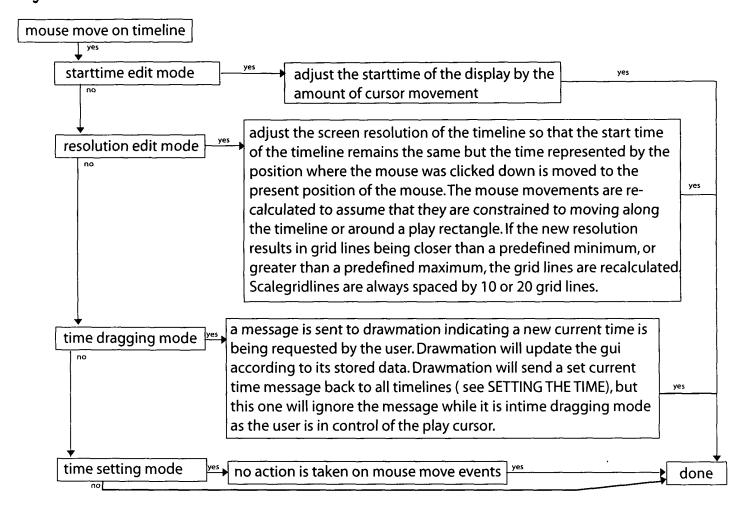


Figure 21:

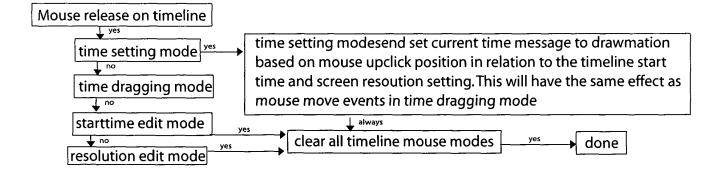


Figure 22: Setting the time

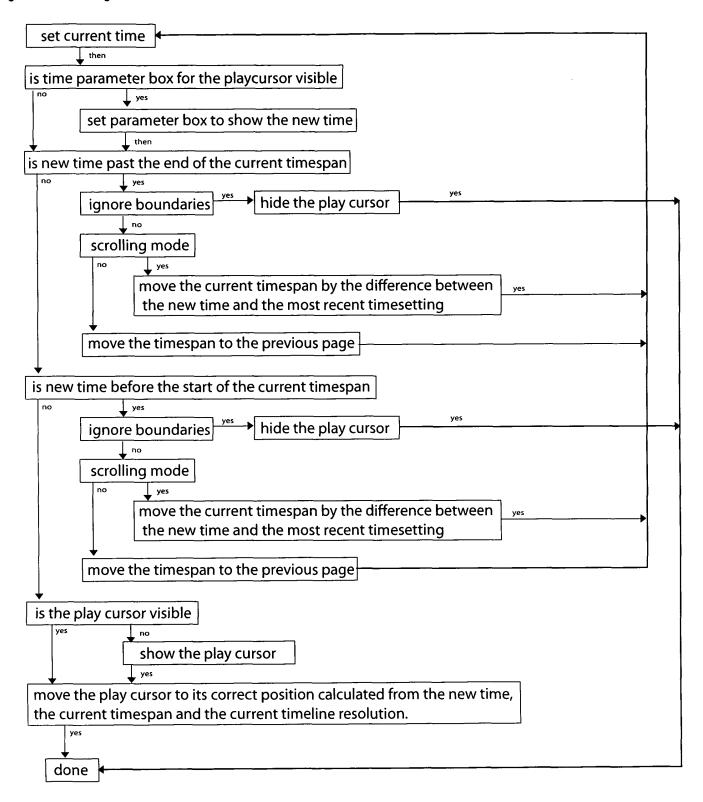


Figure 23: Copying an object

